



Rogue 1
CLASS & LEVEL

Human
RACE/ANCESTRY/HERITAGE

Charlatan
BACKGROUND

STR
+0
11

+2 PROFICIENCY
BONUS

ARMOR
CLASS
(AC) INITIATIVE SPEED
14 +3 30 ft.

Armor Worn: leather armor

HIT POINTS HIT DICE
10 1d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d8+3 piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit. *Hit:* 1d6+3 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed.)

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. 1d4+3 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Sneak Attack: Once per turn, deal extra damage to one creature hit if attack with advantage using finesse or ranged weapon. Don't need advantage if an enemy of the target is within 5 feet of it, enemy isn't incapacitated, and you don't have disadvantage on attack.

CLASS

Rogue Class Features [PHB p. 94]

- Expertise (prof. noted with **)
- Sneak Attack (+1d6)
- Thieves' Cant (slang speak in code)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: leather armor (AC 11), rapier, two (2) daggers, shortbow and 20 arrows, disguise kit (cosmetics, hair dye, props, etc.), thieves' tools (lockpicks, small file and pliers, tiny mirror), belt pouch, set of fine clothes, tools of the con (various small convincing fakes). (This load is about 36 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 12 gold pieces (gp); 32 silver pieces (sp); 39 copper pieces (cp); 2 gems (worth 10 gp each)

Charlatan Background [PHB p. 128]

- **Feature:** False Identity.
- **Traits:** Wears all kinds of holy symbols. Forced to abandon your family.
- **Ideal:** Never repeats the same con.
- **Bond:** Earned ire of mad wizard.
- **Flaw:** Greed wins over smarts.

PROFICIENCIES & LANGUAGE

Armor: light armor

Weapons: simple weapons, hand crossbow, longsword, rapier, shortsword

Tools: disguise kit, forgery kit, thieves' tools

Saving Throws: Dexterity, Intelligence

Skills: Athletics, Deception, Investigation, Perception, Sleight of Hand, Stealth

Languages: Common, Thieves' Cant, Dwarvish

RACE

Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 23 years old
- Medium Size (6' 1", 212 lbs.)

DEX
+3
16

SAVING THROWS

+0 Strength Saves
+5 Dexterity Saves *
+2 Constitution Saves
+4 Intelligence Saves *
-1 Wisdom Saves
+1 Charisma Saves
* Prof. bonus added

CON
+2
15

INT
+2
14

WIS
-1
9

CHA
+1
13